

## STILL MORE BAD NEWS

THIS SUMMER
THE BAD NEWS BEARS WILL BE BACK
IN THEIR ALL NEW FILM COMEDY



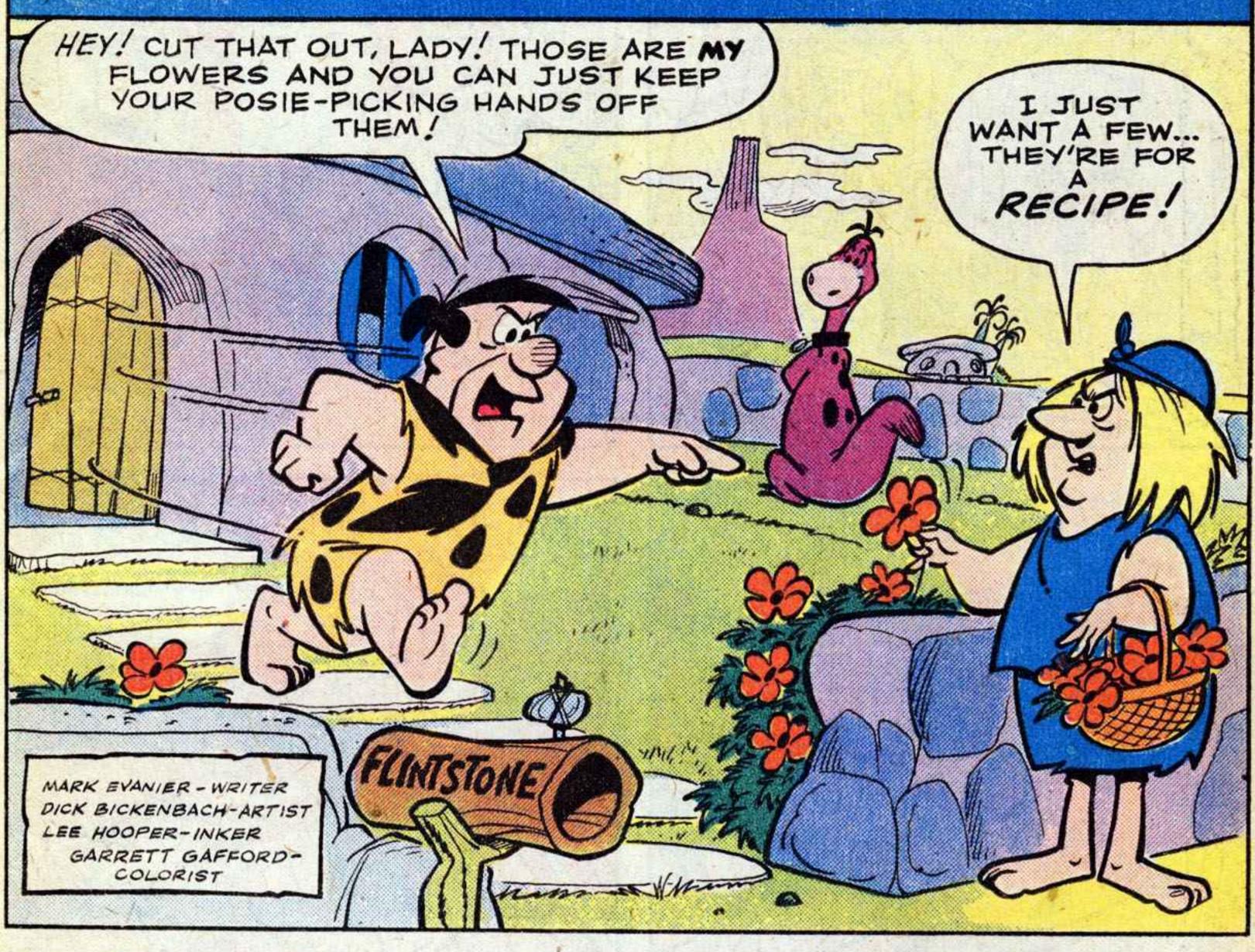
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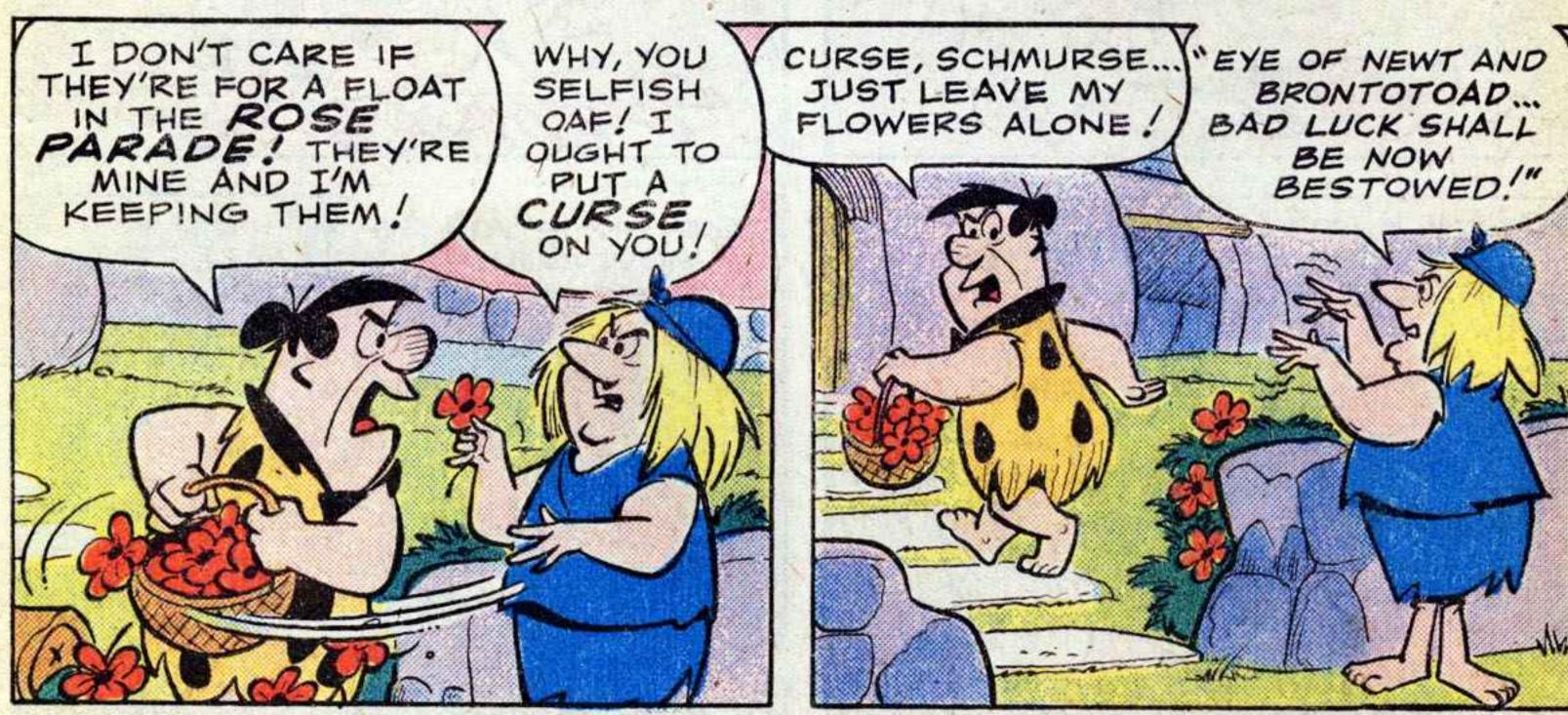
SEE IT THIS SUMMER AT A THEATRE NEAR YOU



HANNA-BARBERA'S
FINTSTONES

## Me Willis Wills

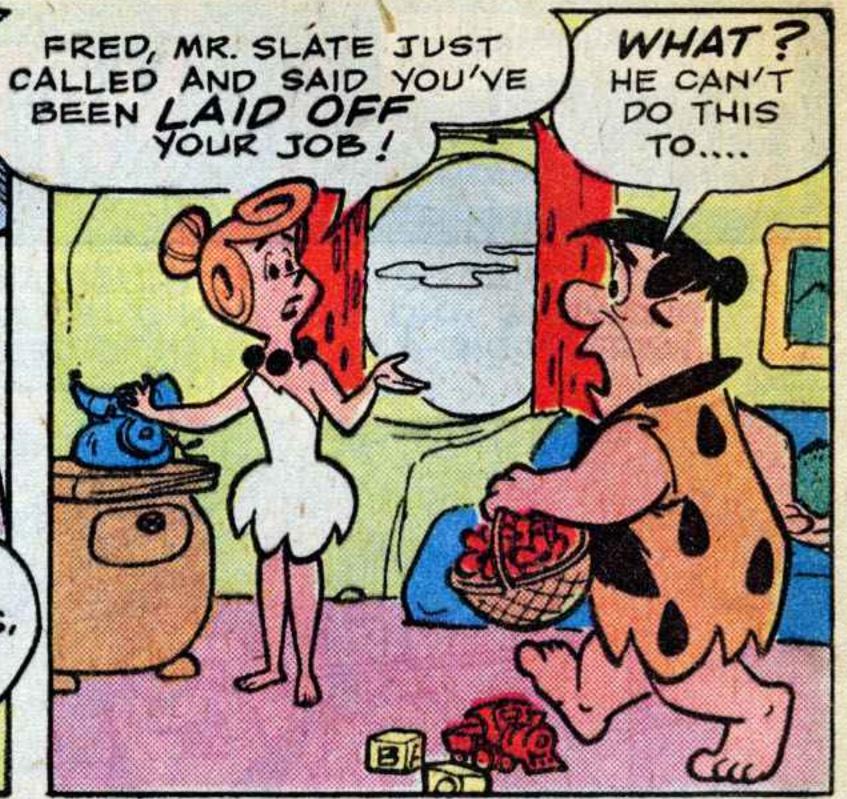




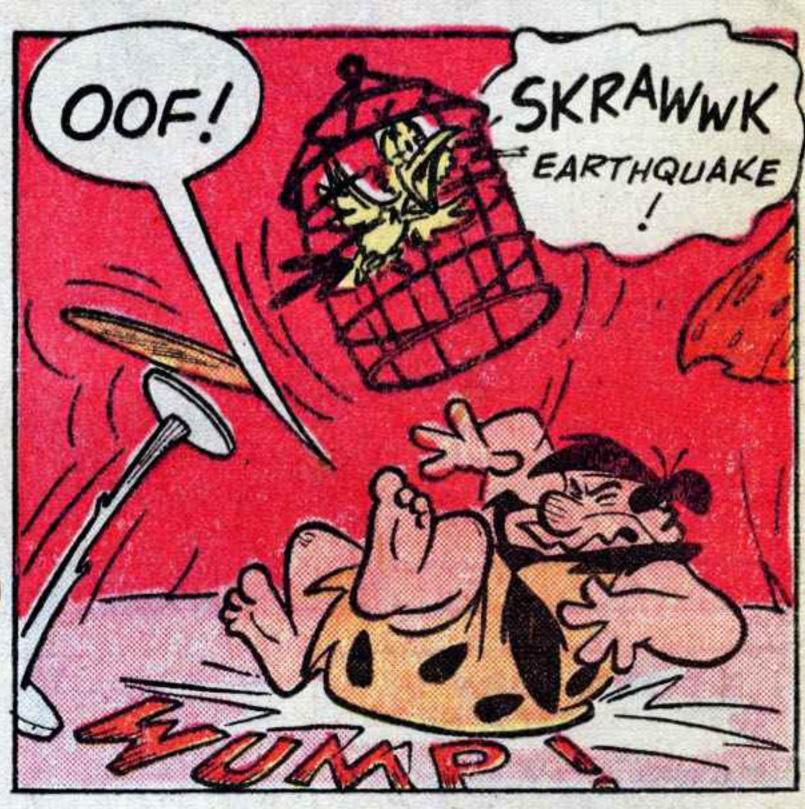
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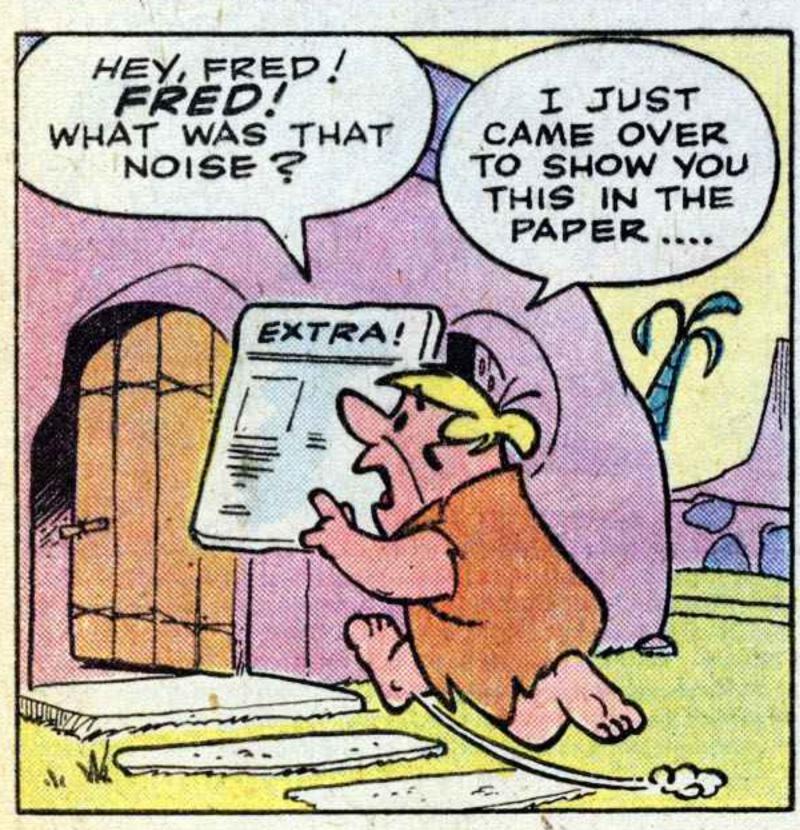
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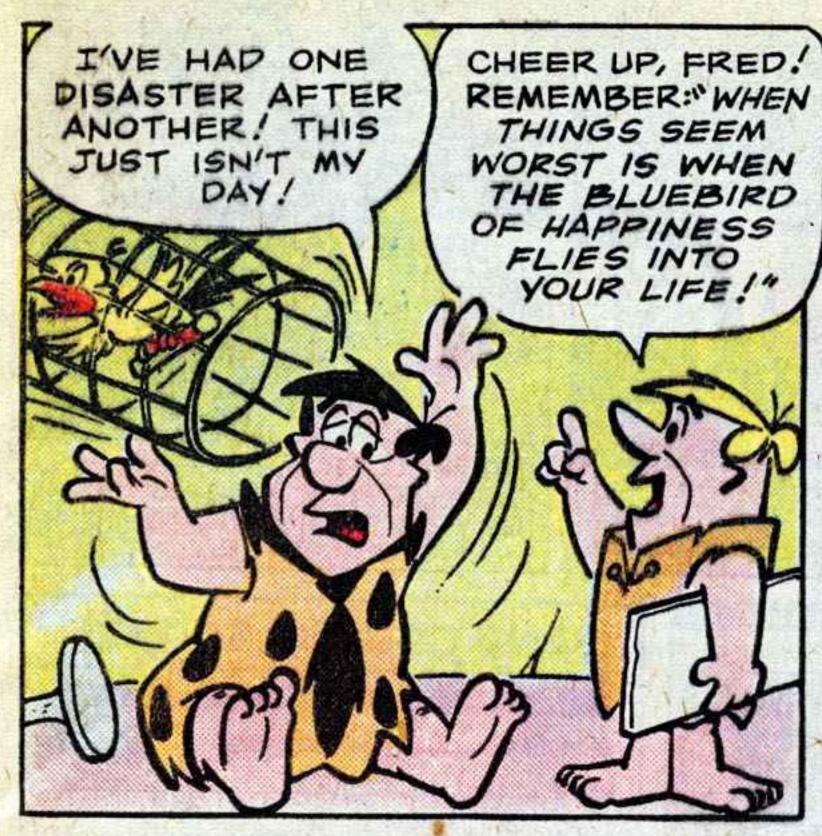




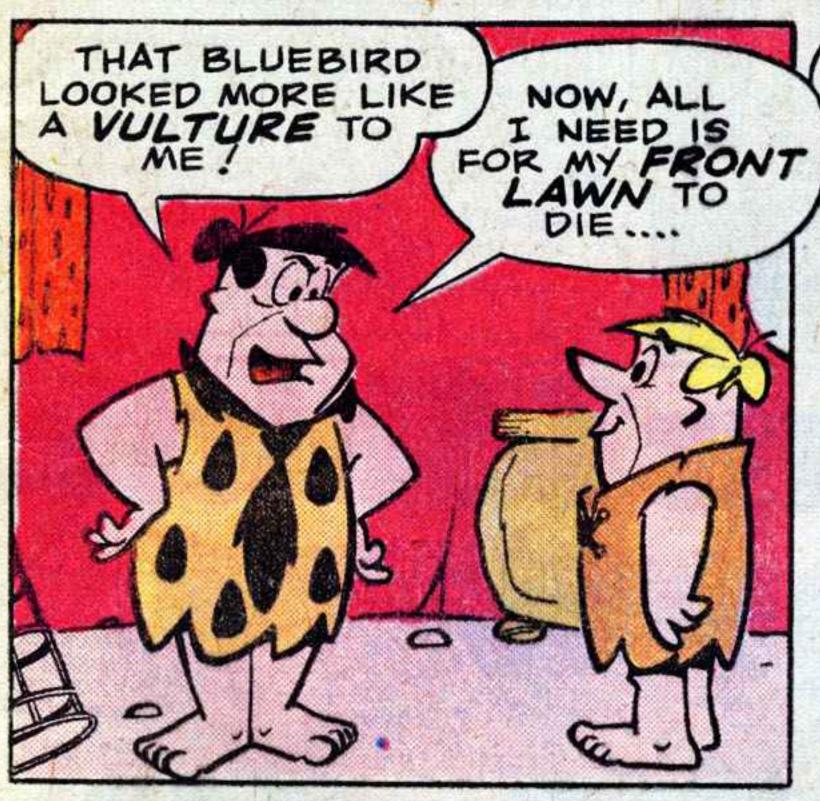








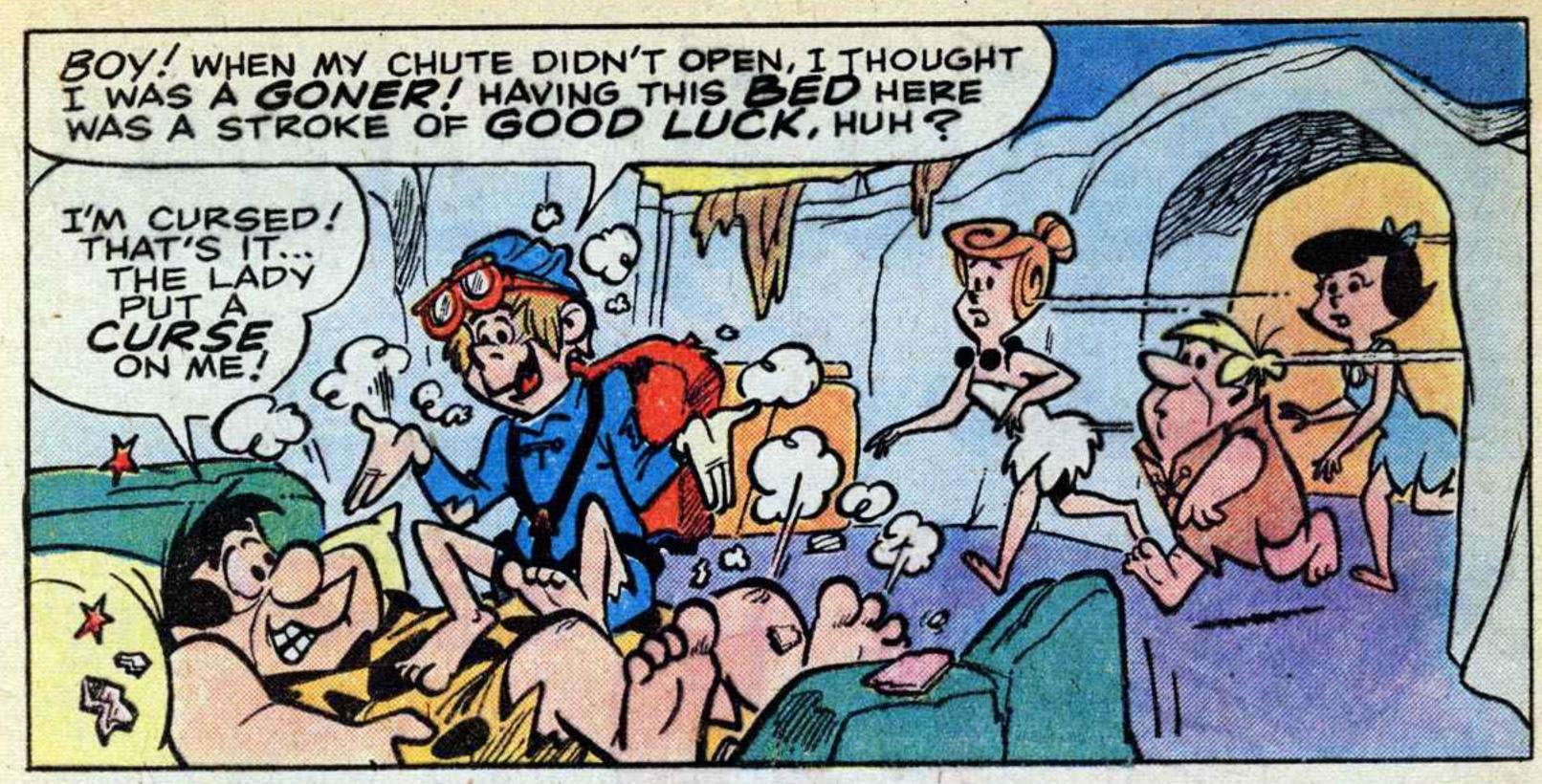




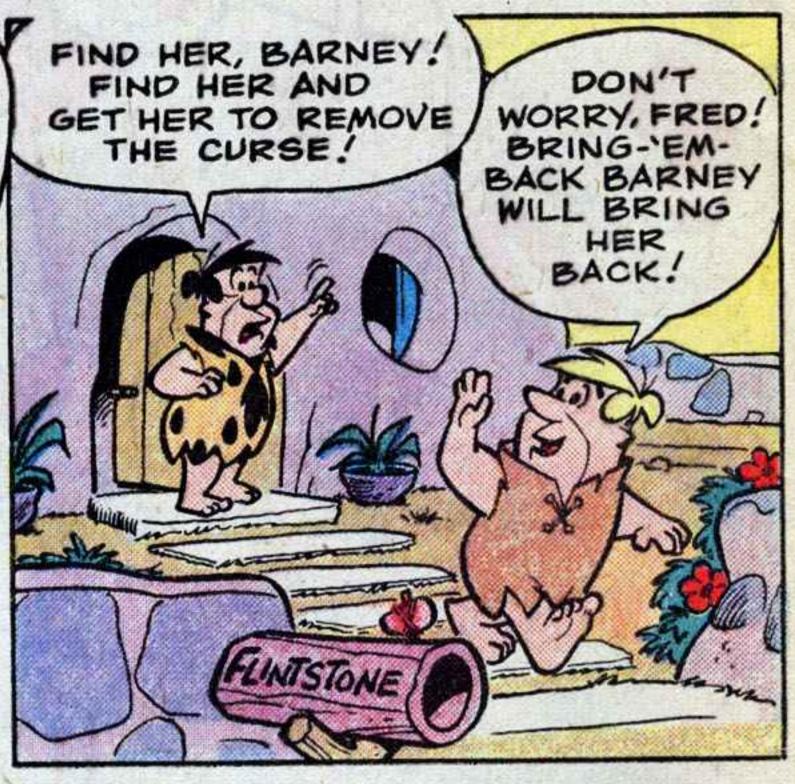








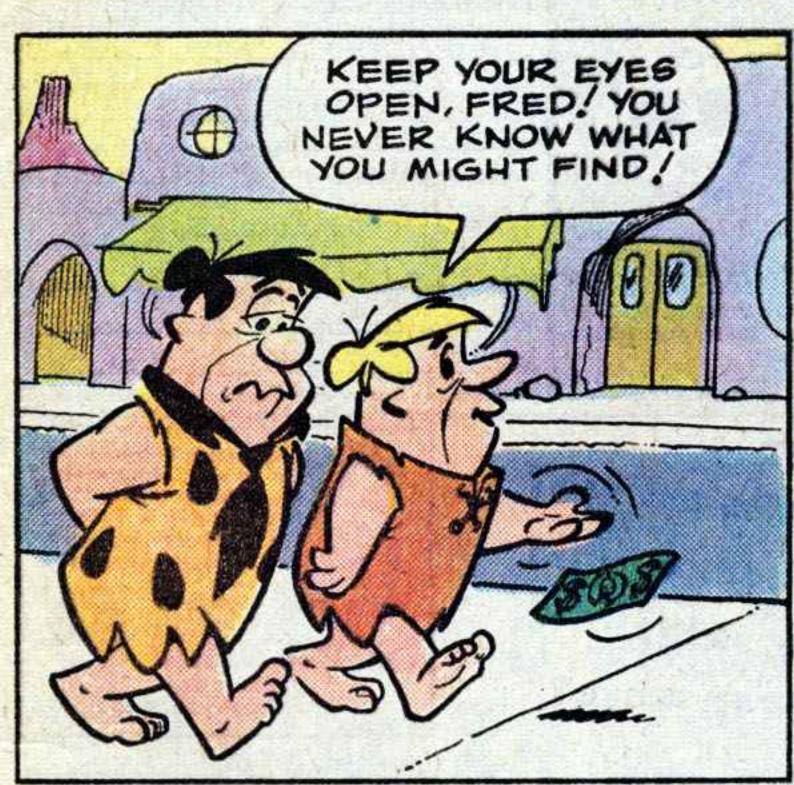








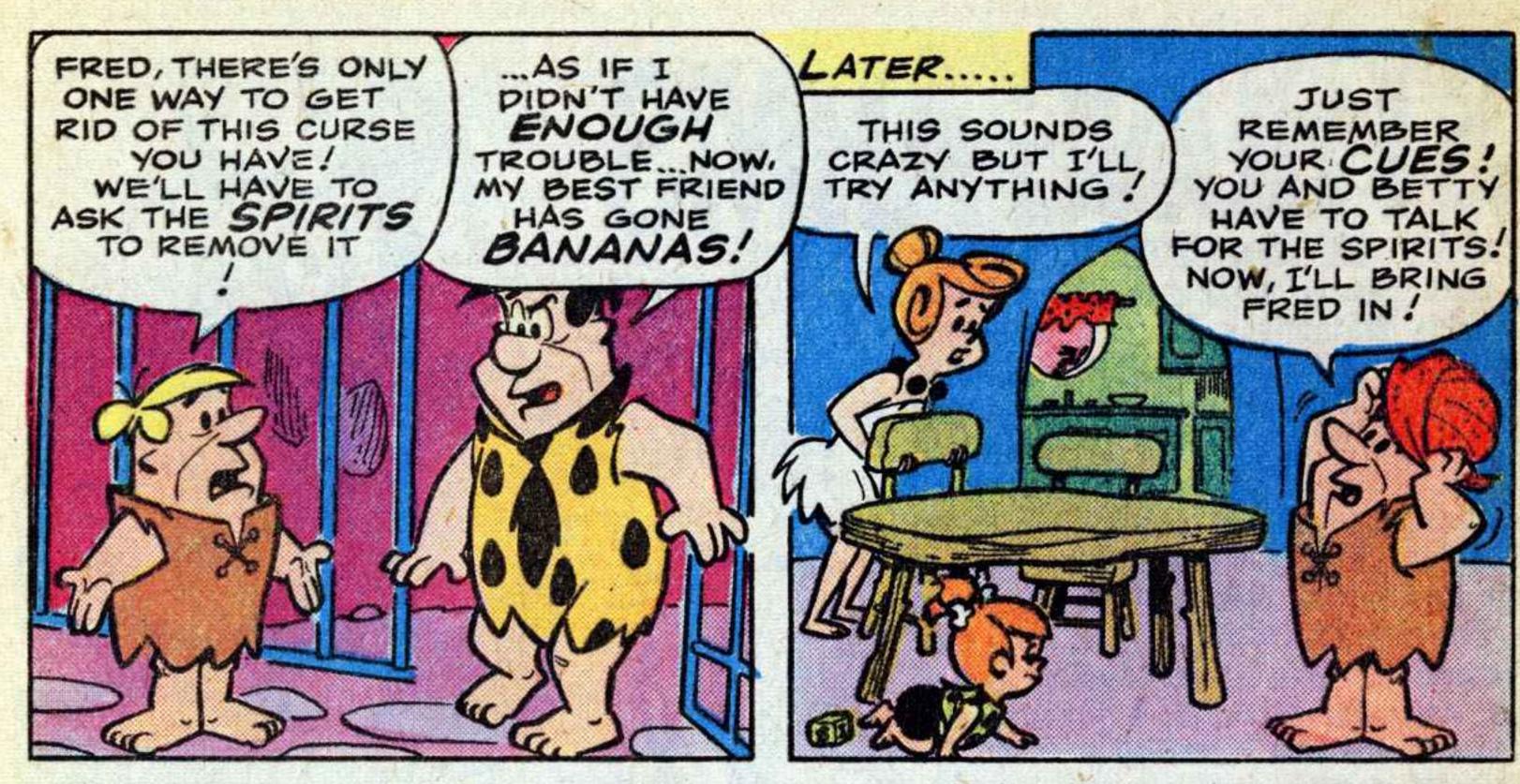


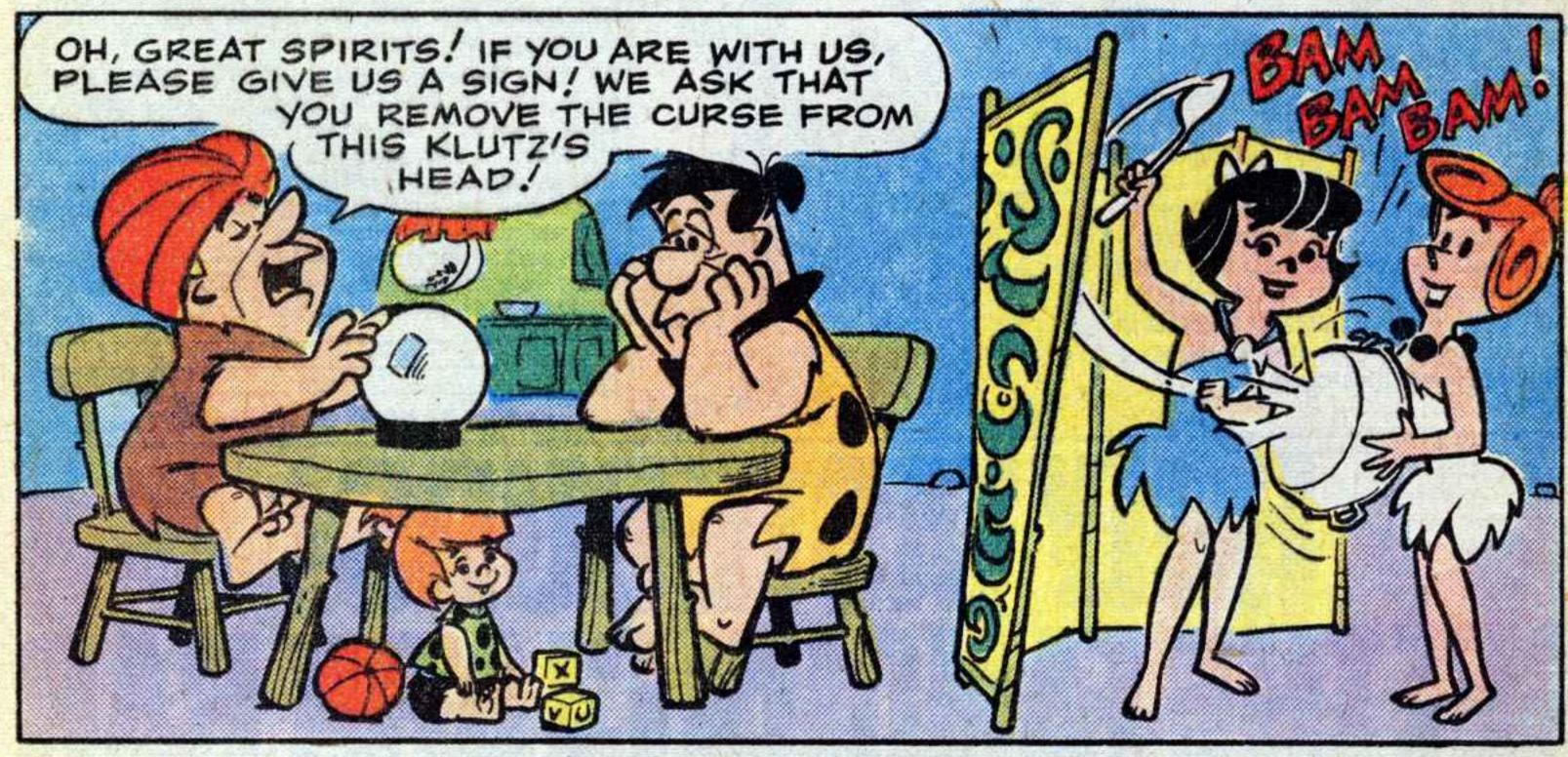


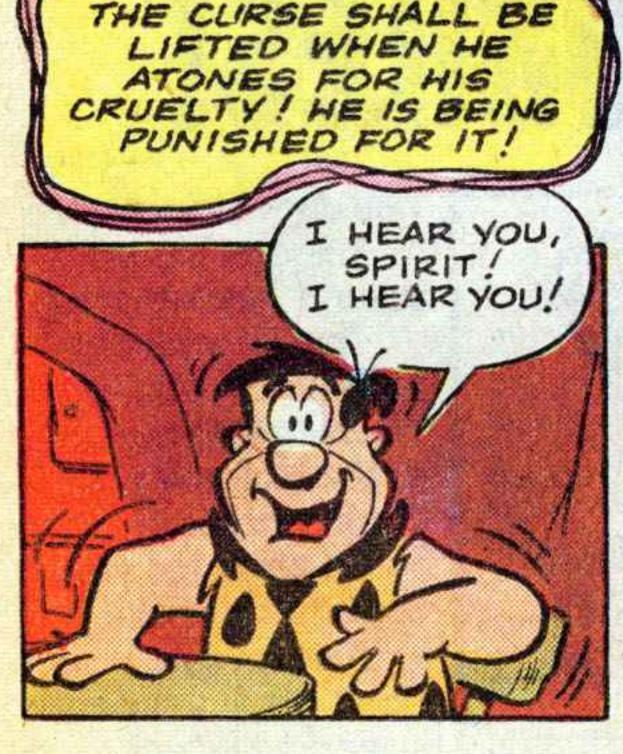
















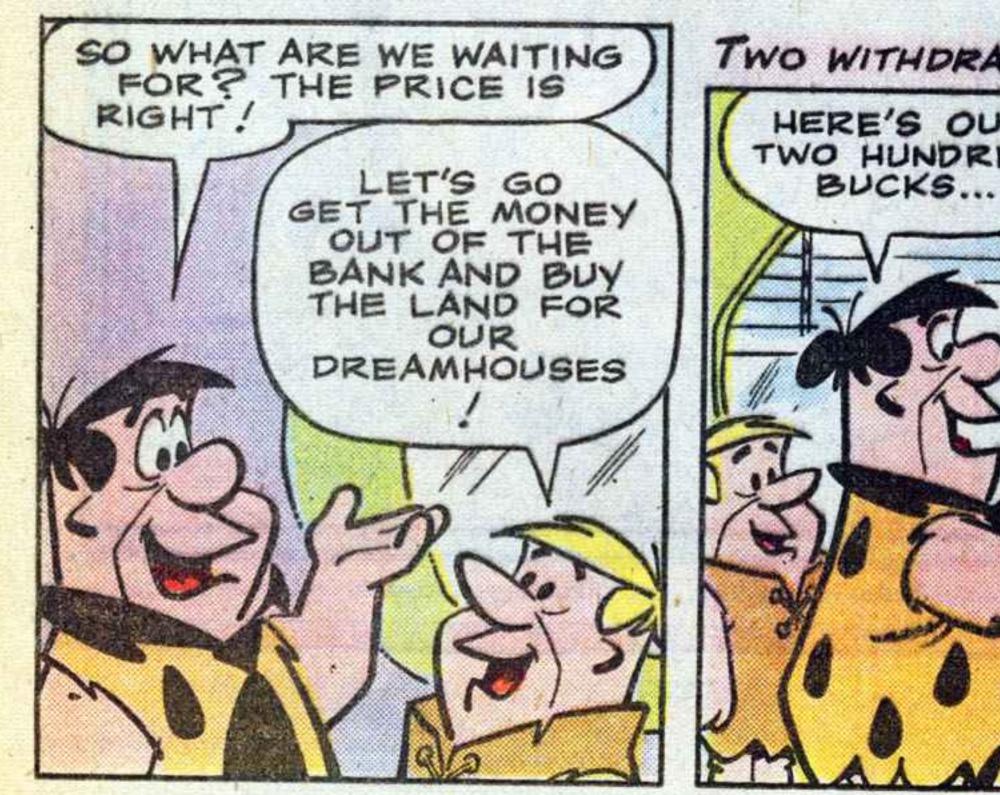




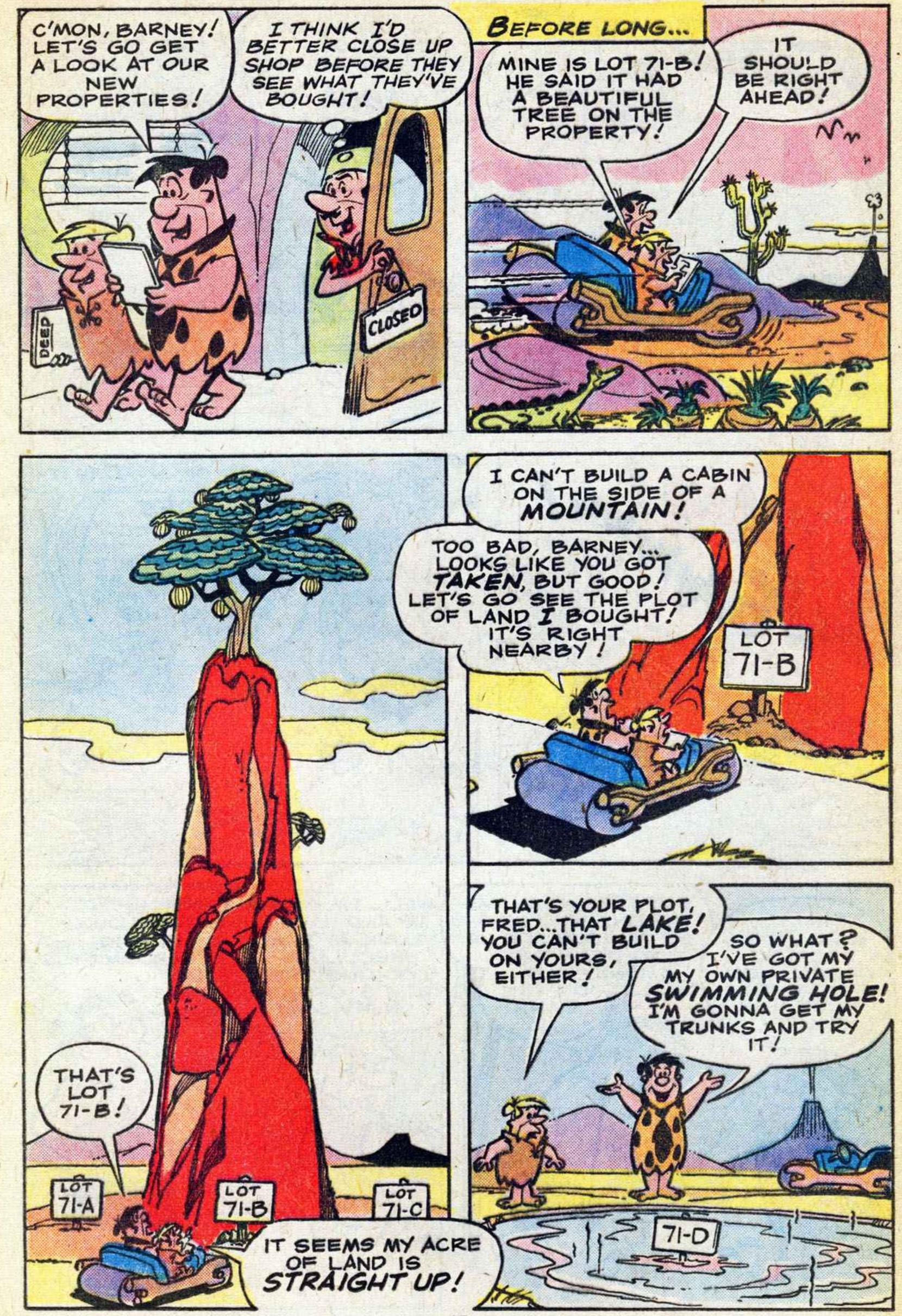


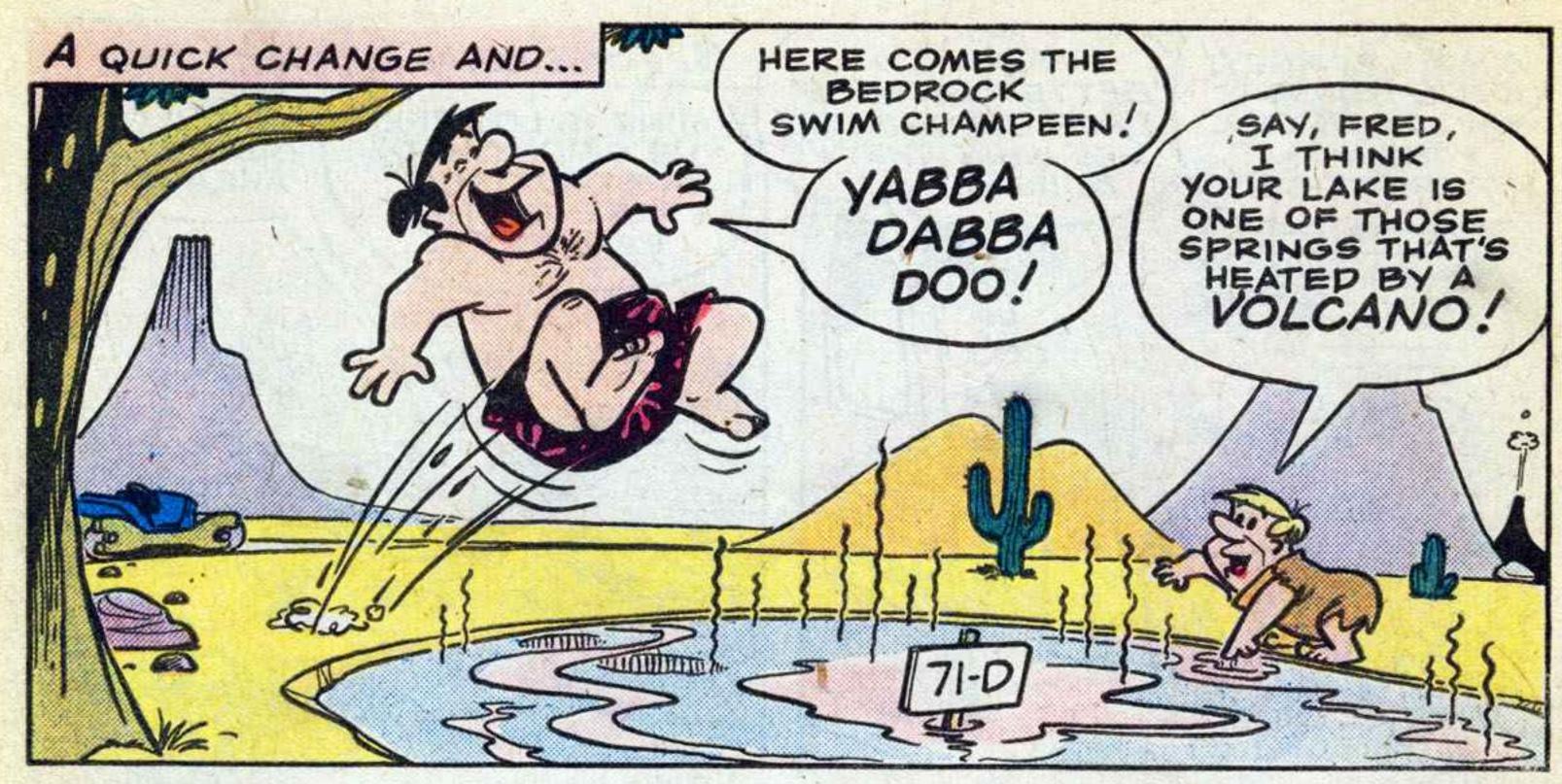


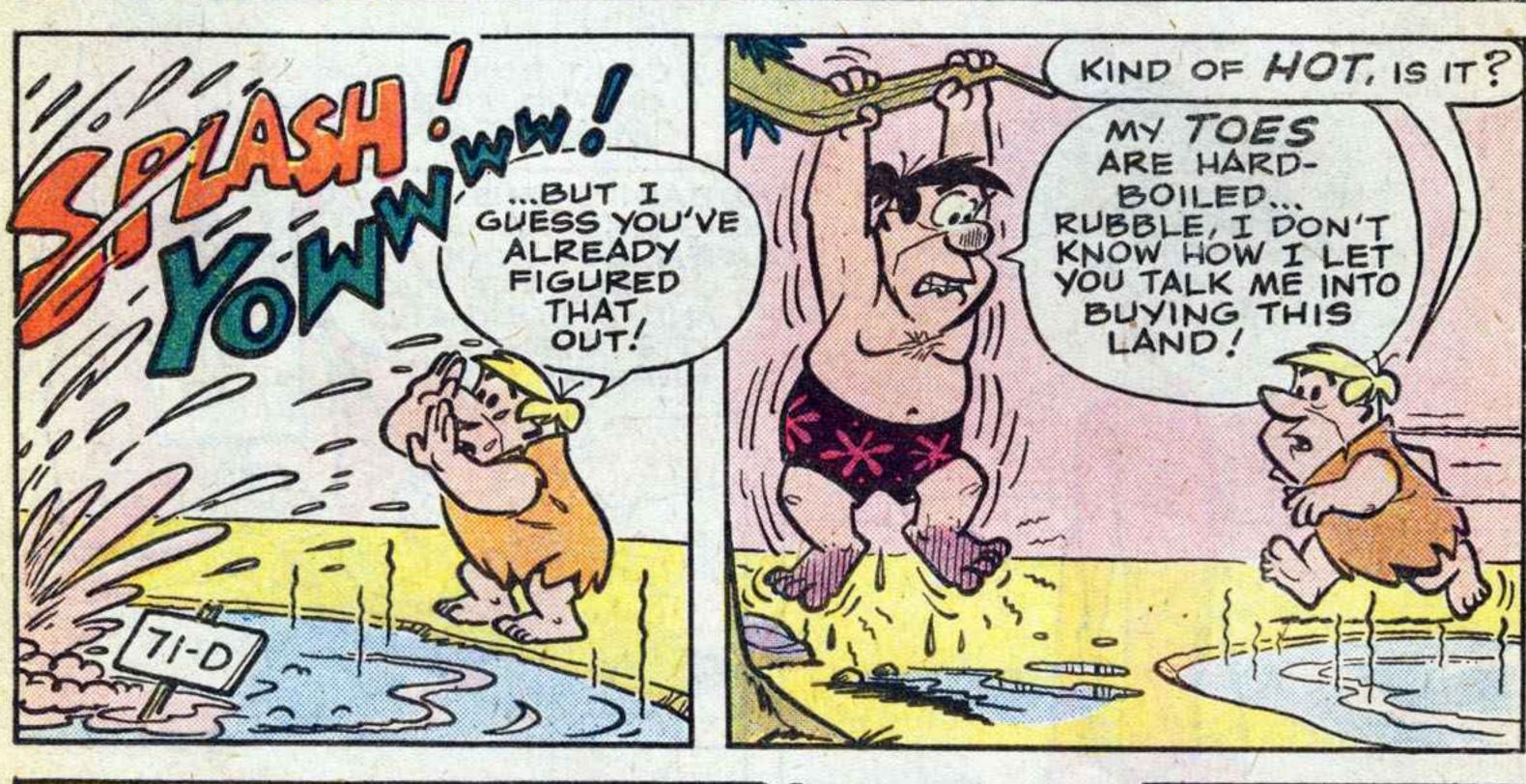


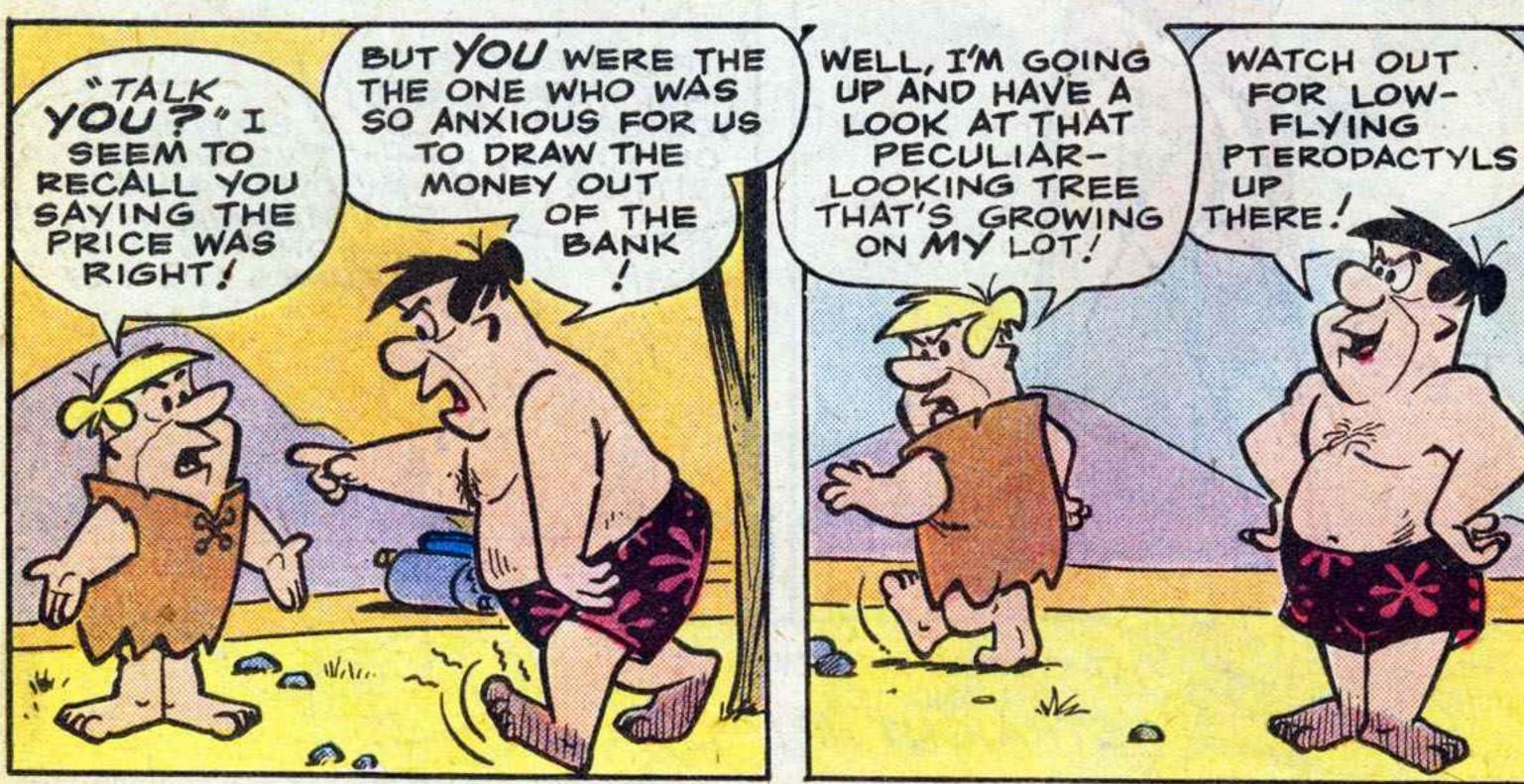


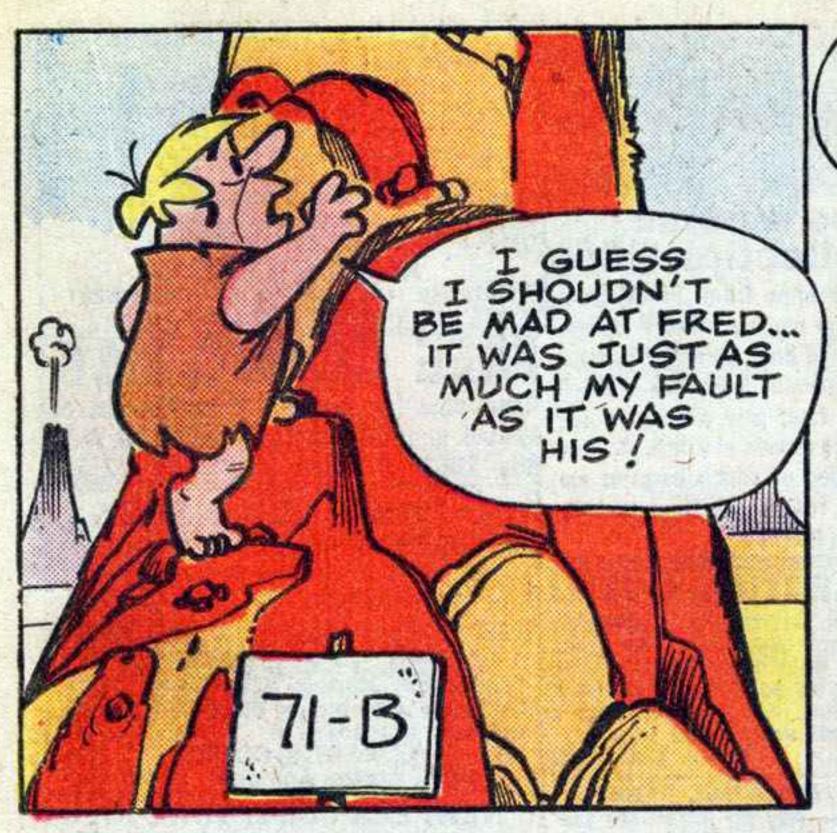


















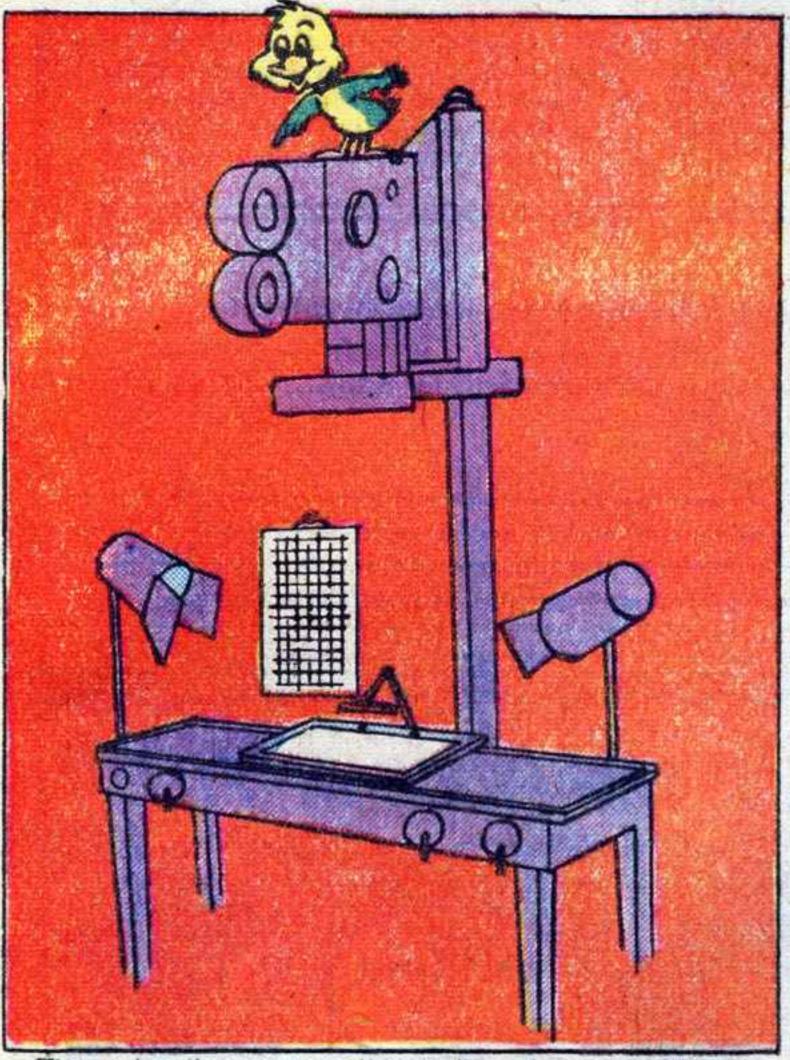








Hi! I'm Yakky Doodle, one of Hanna-Barbera's bird characters from their FUNTASTIC WORLD. In fact, I was one of the first. I'm here to tell you about the photography needed to get the art work onto motion picture film. It's a lot more than "watch the birdie" and click, click!



The animation camera is usually set up on a stand, and pointed down on the art work placed on a table. Although there are a number of different designs, each camera stand has the same basic elements. The rigid column which holds the camera rack and allows it to slide up and down is common to all stands, as are the photo lamps, which are set to left and right, slanted at about 45% to the art work. Each camera stand table has a system of registration pegs and sliding bars to hold or move drawings. A pressure glass for holding art work in a flat position is standard equipment. The camera must be a motion picture camera that can photograph one frame of film at a time. The camera must be capable of single exposure, allowing the cameraman to change the art work or camera or bars between exposures.

The balance between lights and exposure and exposure settings is determined by a series of tests. Once this is established there is seldom any need to adjust these numbers.

The camera must be able to move up and down for the effect of zooms, or just for closer or longer scenic shots.

Usually the camera stand is designed to allow either the camera to be rotated right or left, or the table area may be rotated. This movement is a great advantage in that it gives the animator all kinds of mechanical aids in designing his animation. Scenes such as a diving airplane or a long run up a mountain slope or a staircase are all made easier because the camera can photograph a scene at an angle.

All animation starts with the art work being drawn on paper punched with holes. These holes fit onto registration pegs which keep the paper in place during creation of the drawings. These same pegs are used to hold the final material in registration under the camera. Some pegs are stationary while others are attached to bars which can be moved to left and right as needed. Here again these mechanical aids on the camera are an important help to the animator. Many sliding bar movements can save the animator from making a lot of extra drawings. Characters or objects can be moved in and out of the scenes by planning the action for the camera movements.

Another example of camera animation would be the "north-south-peg" attachment. This device allows a single drawing to be used, yet may give the movement of many. For example, a blimp drawing can be moved through a scene and can also move up and down in a bobbing fashion through the application of the north-south-pegs.

If the animator wants an earthquake effect in his scene, he does not need to make a lot of different drawings. He writes a note on the camera exposure sheet asking for a three foot violent camera shake. The cameraman makes a series of adjustments in the camera position frame by frame for 48 exposures and the finished result is an earthquake scene.

Underwater scenes, giving that wavey, wiggly effect, are not drawn by the animator. His art work is normal, but a note to the cameraman takes care of the water effect. A good animation camera stand has a rack close up to the lens that can hold pieces of effects glass. For underwater scenes a distortion glass is used and it moves slowly frame by frame giving a wiggly illusion in the finished photography.

So the animation camera and stand is more than a mechanical monster. It becomes an important art form in the animation business, and a good animator must know the artistic capabilities of this unit in order to achieve the best in animation. That's the way it is at the FUNTASTIC WORLD OF HANNA-BARBERA. Yakky Doodle, here, flying off for now. Watch the

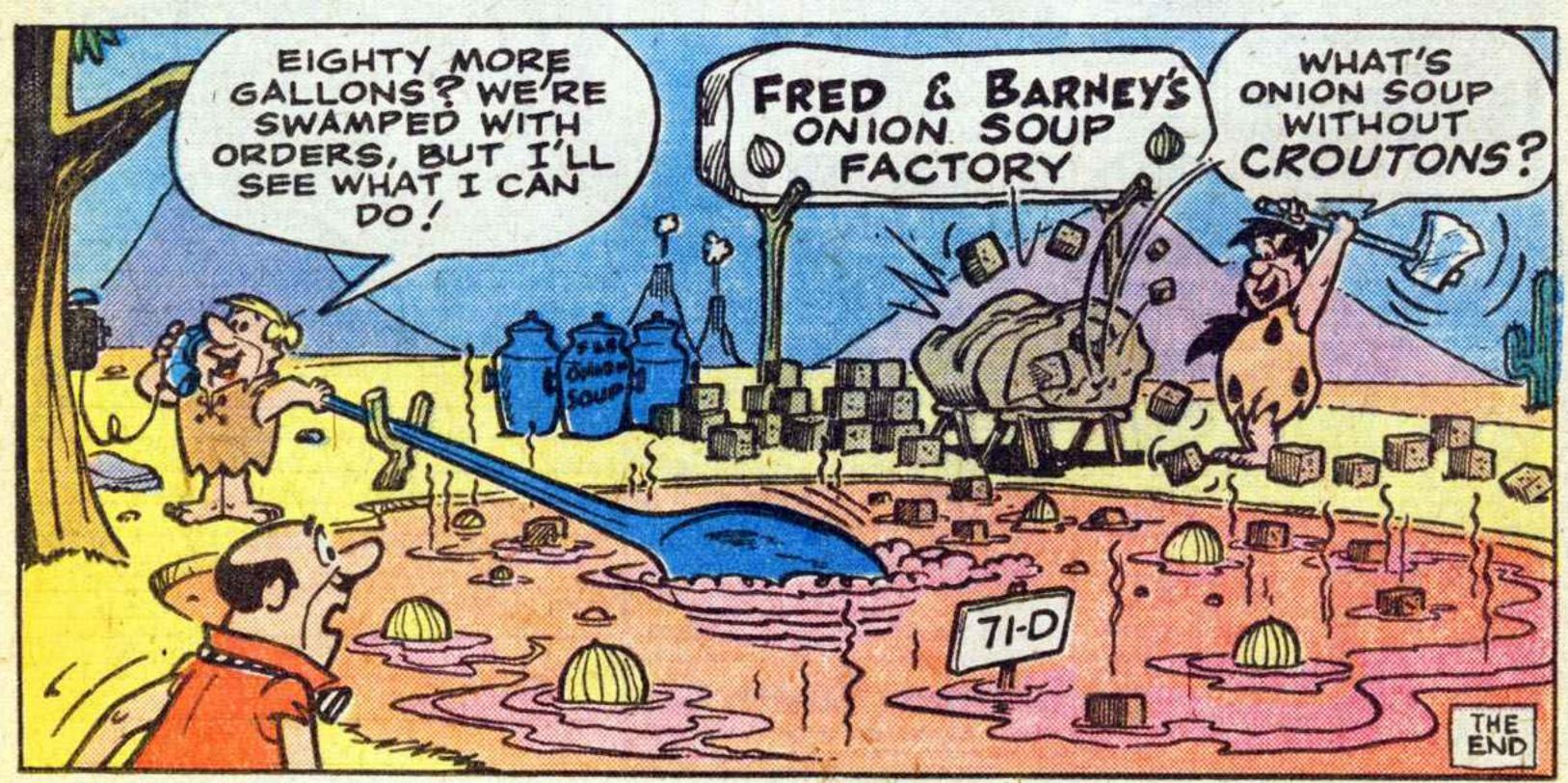




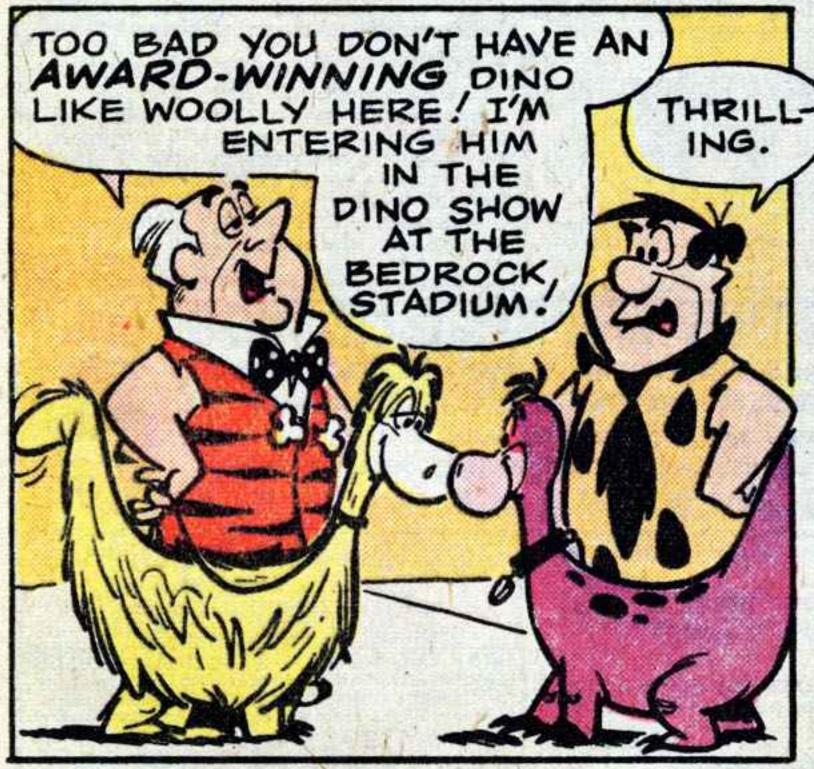






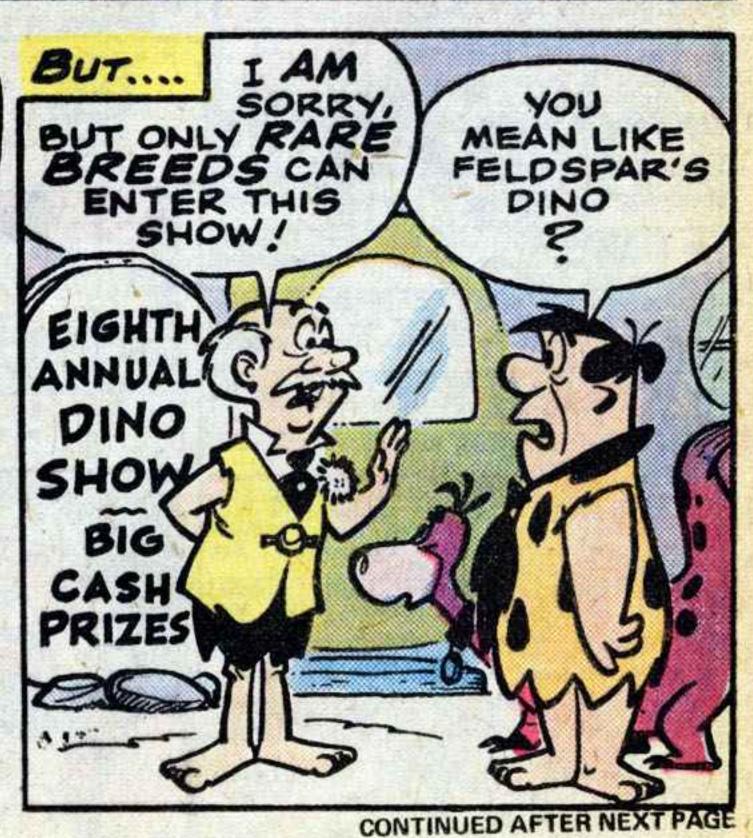








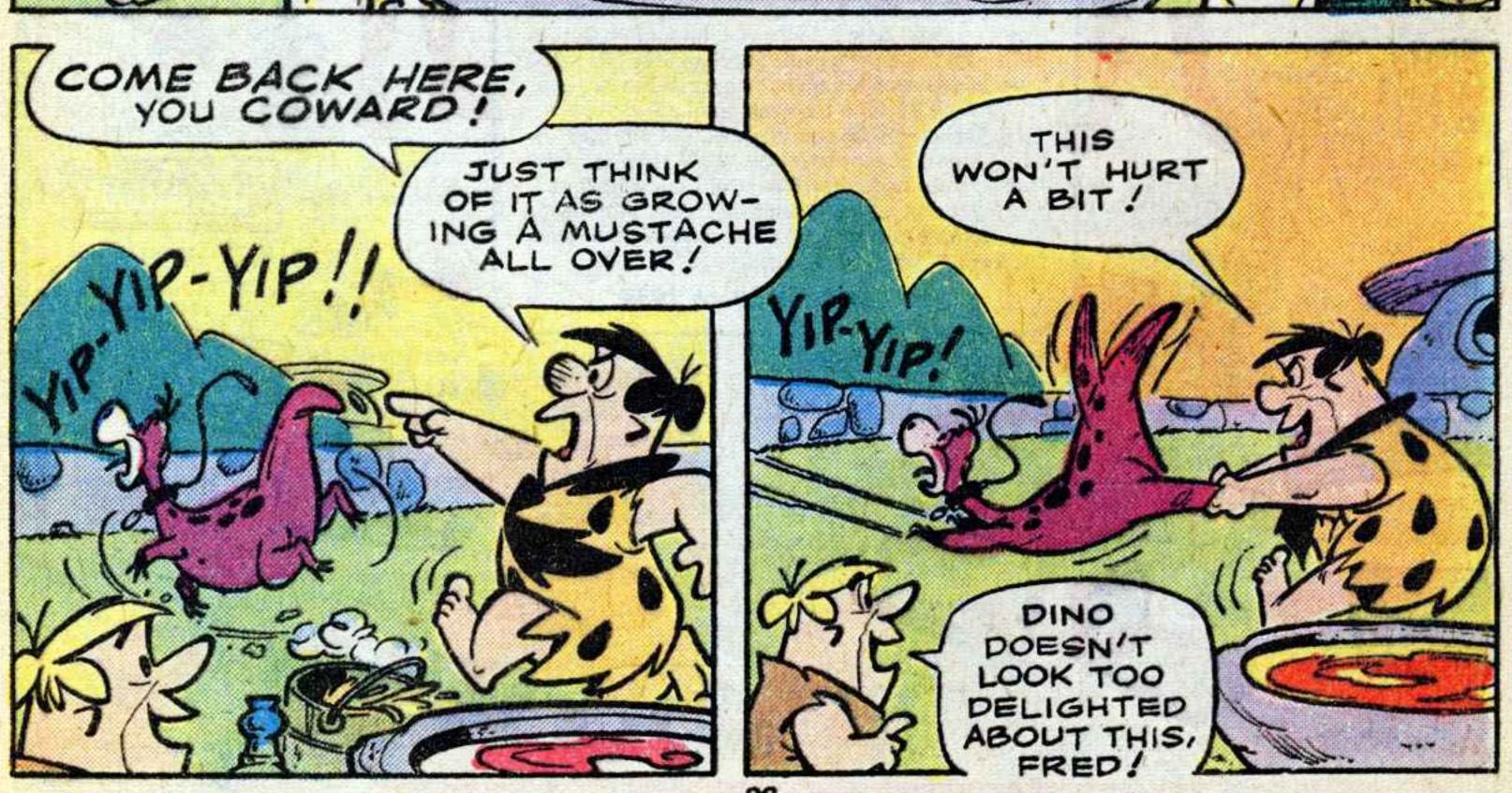


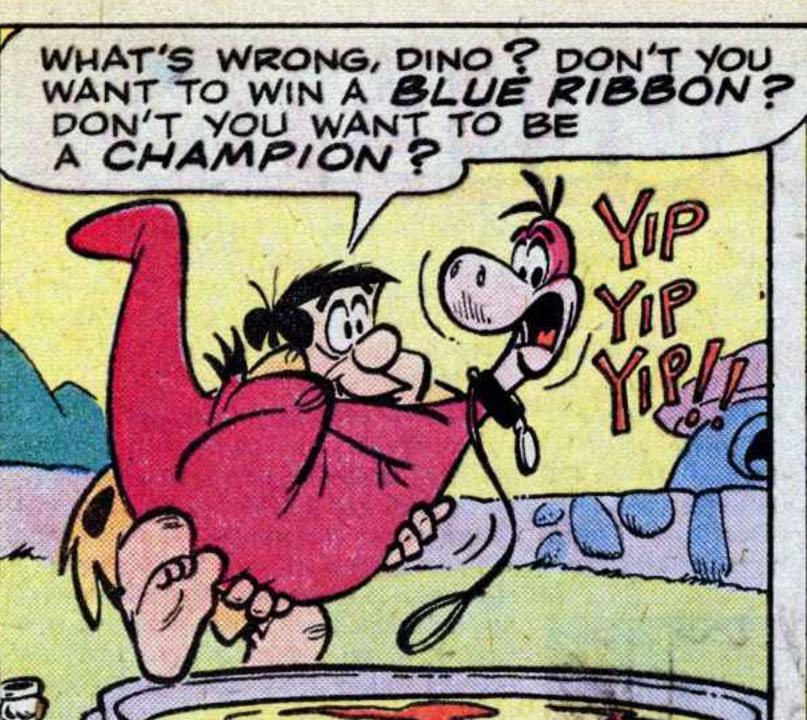




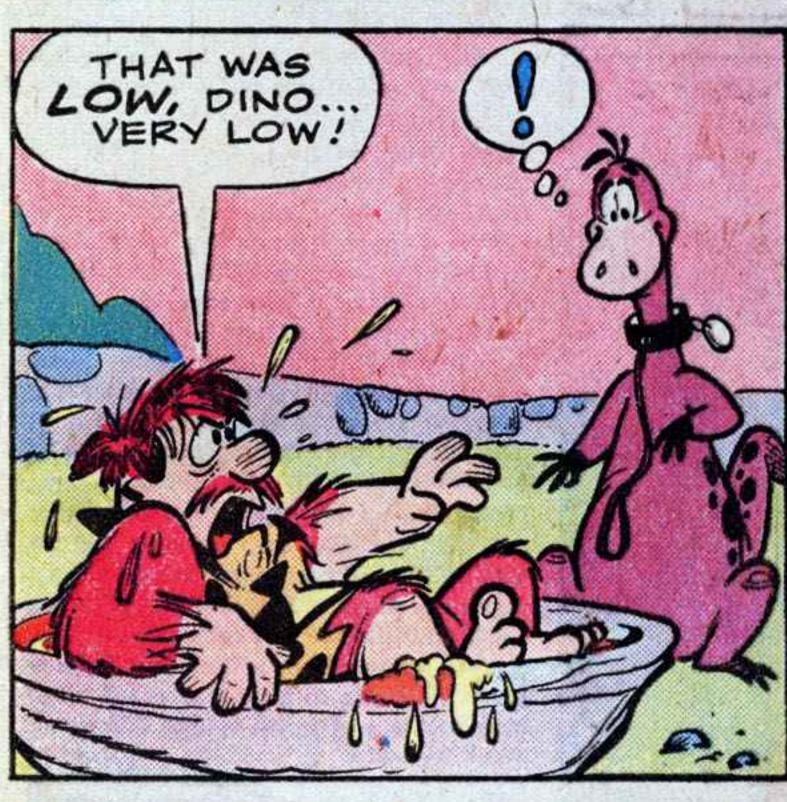


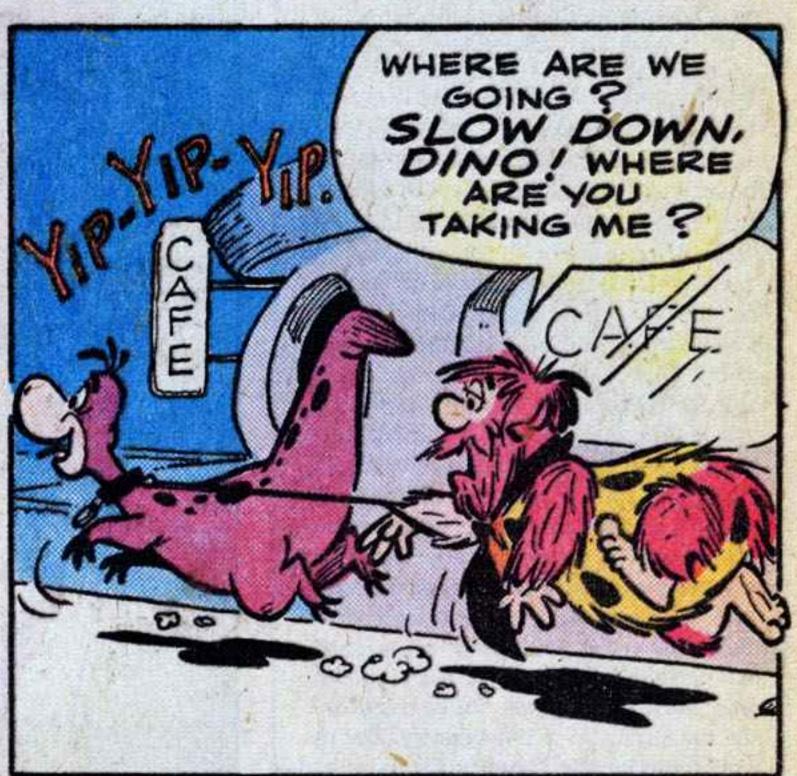


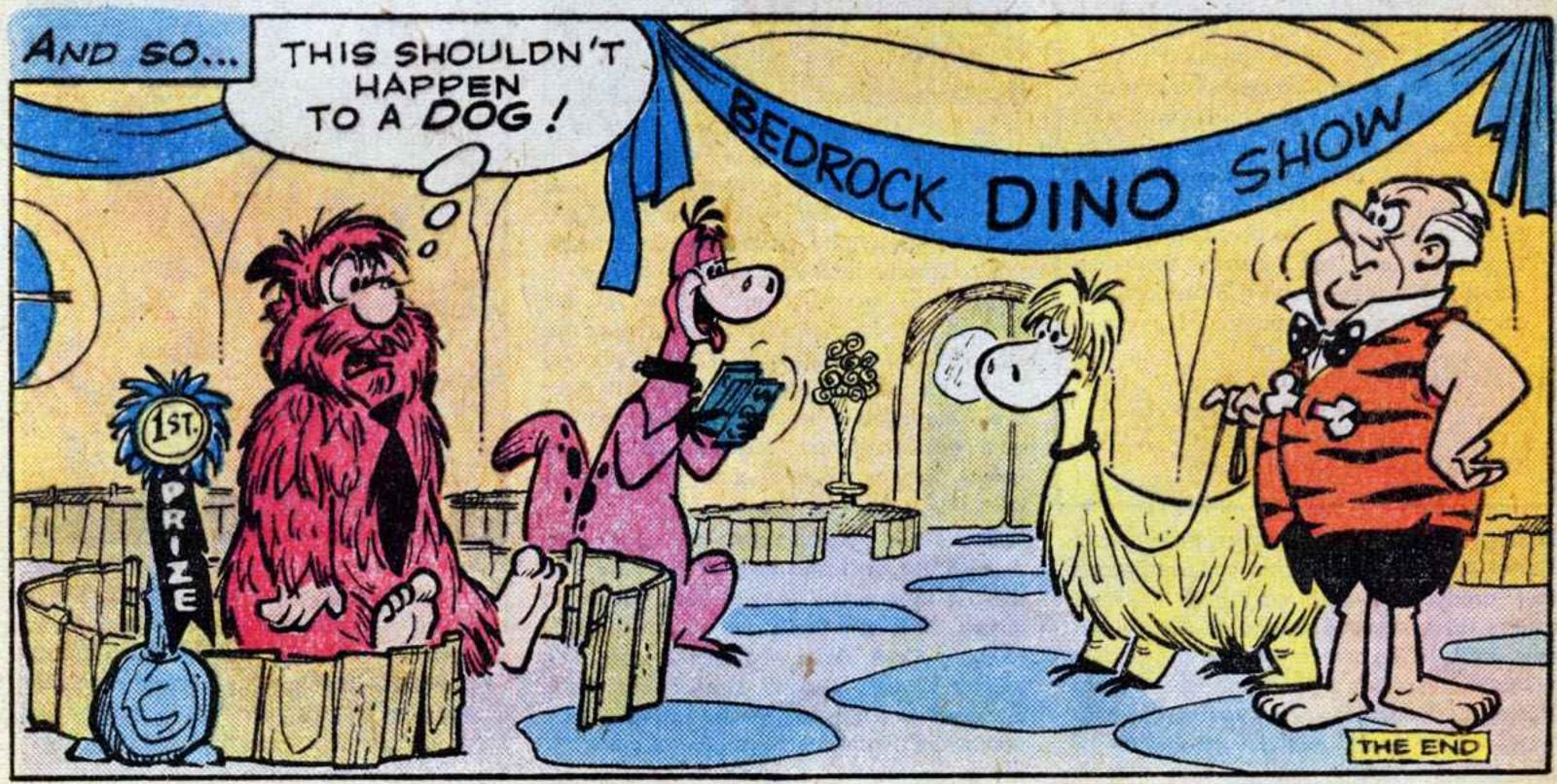


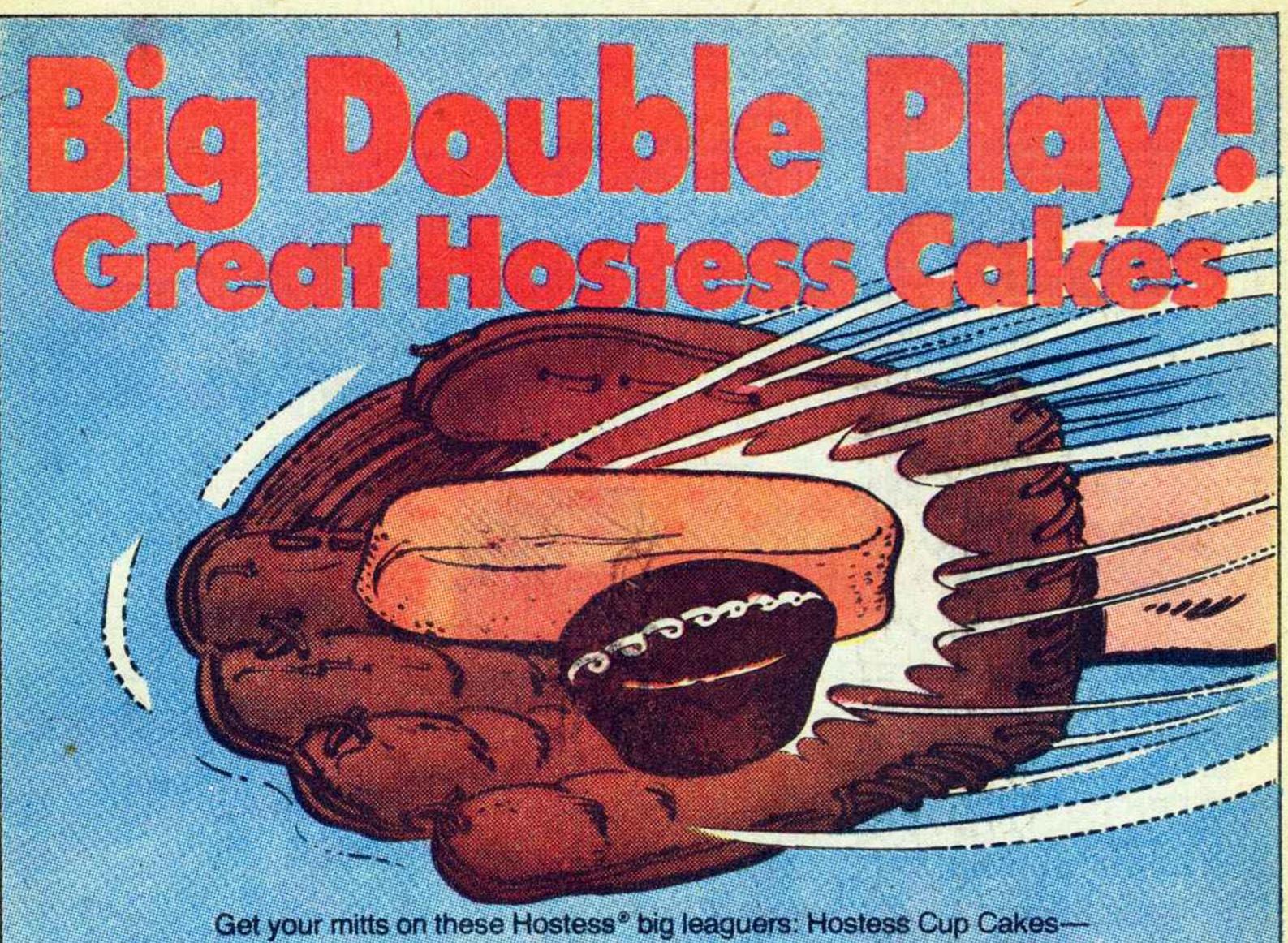








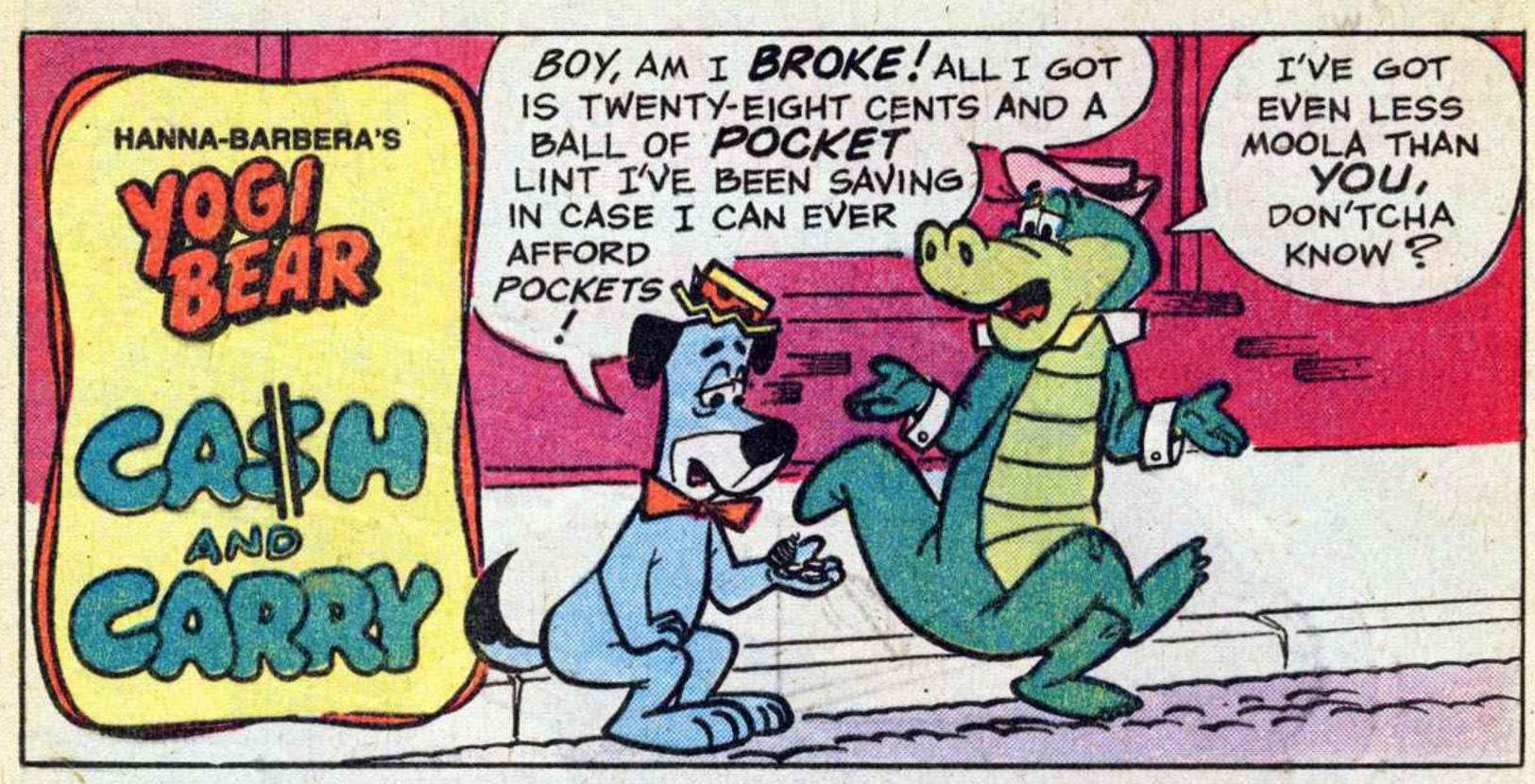


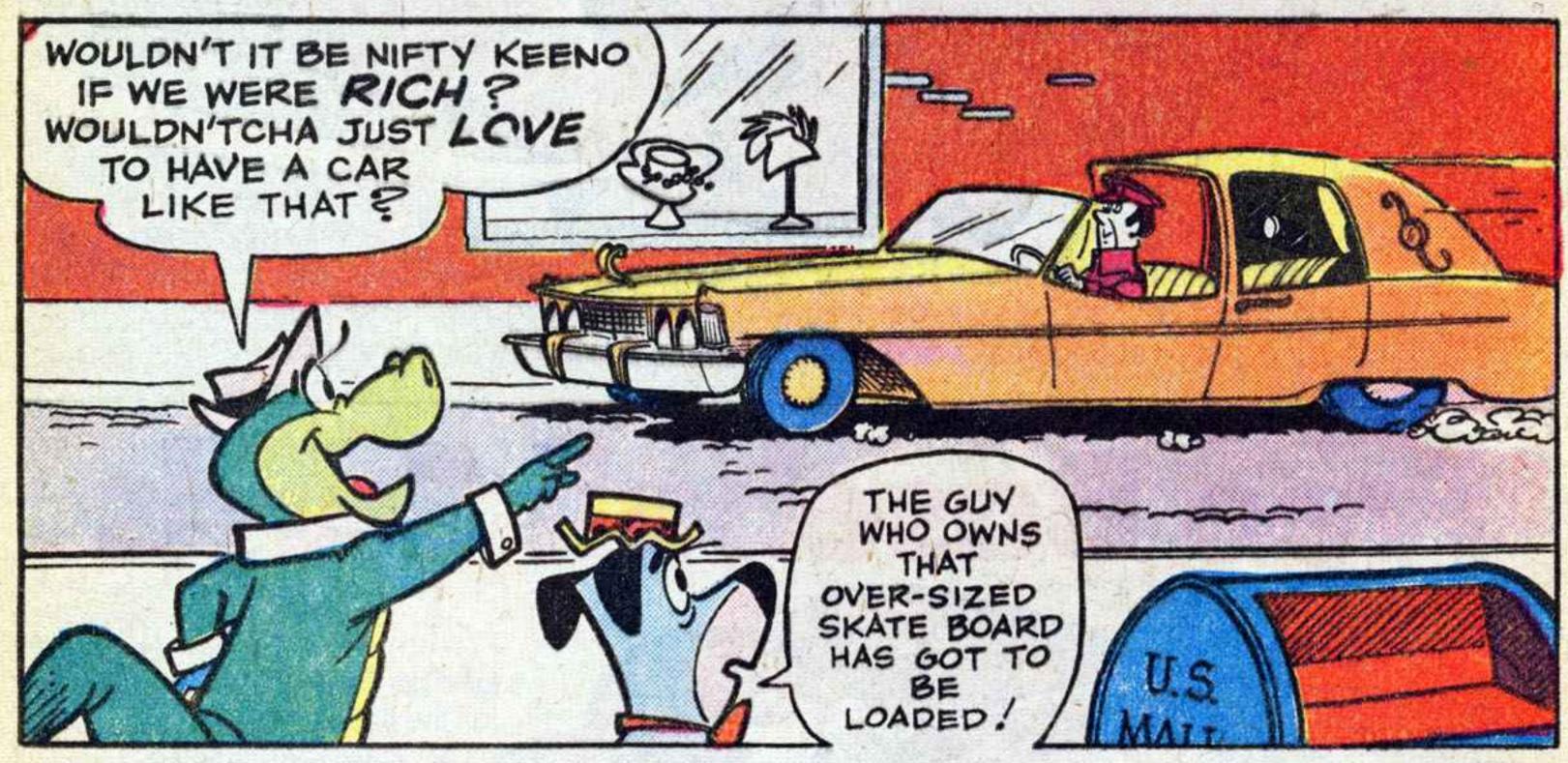


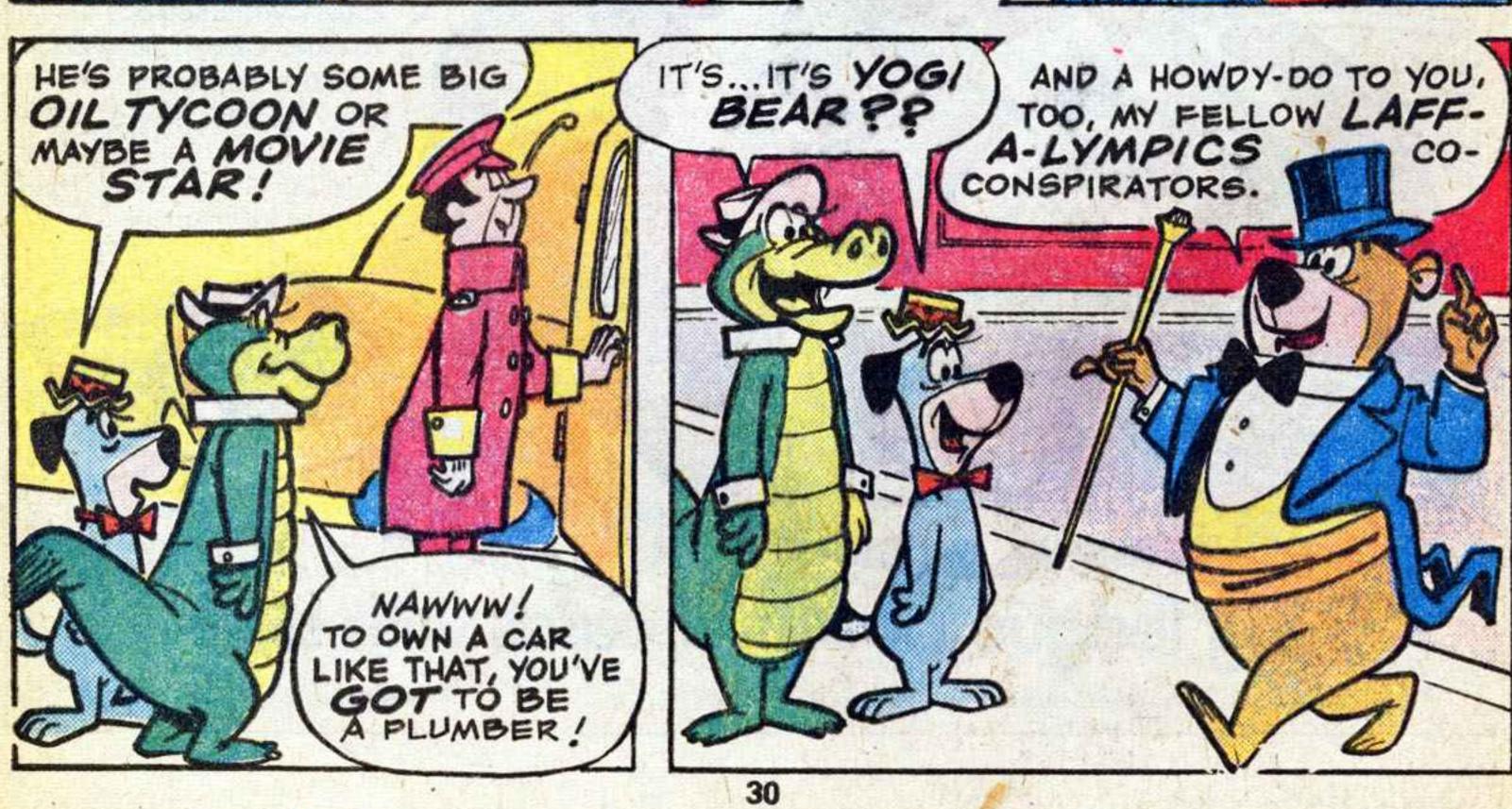
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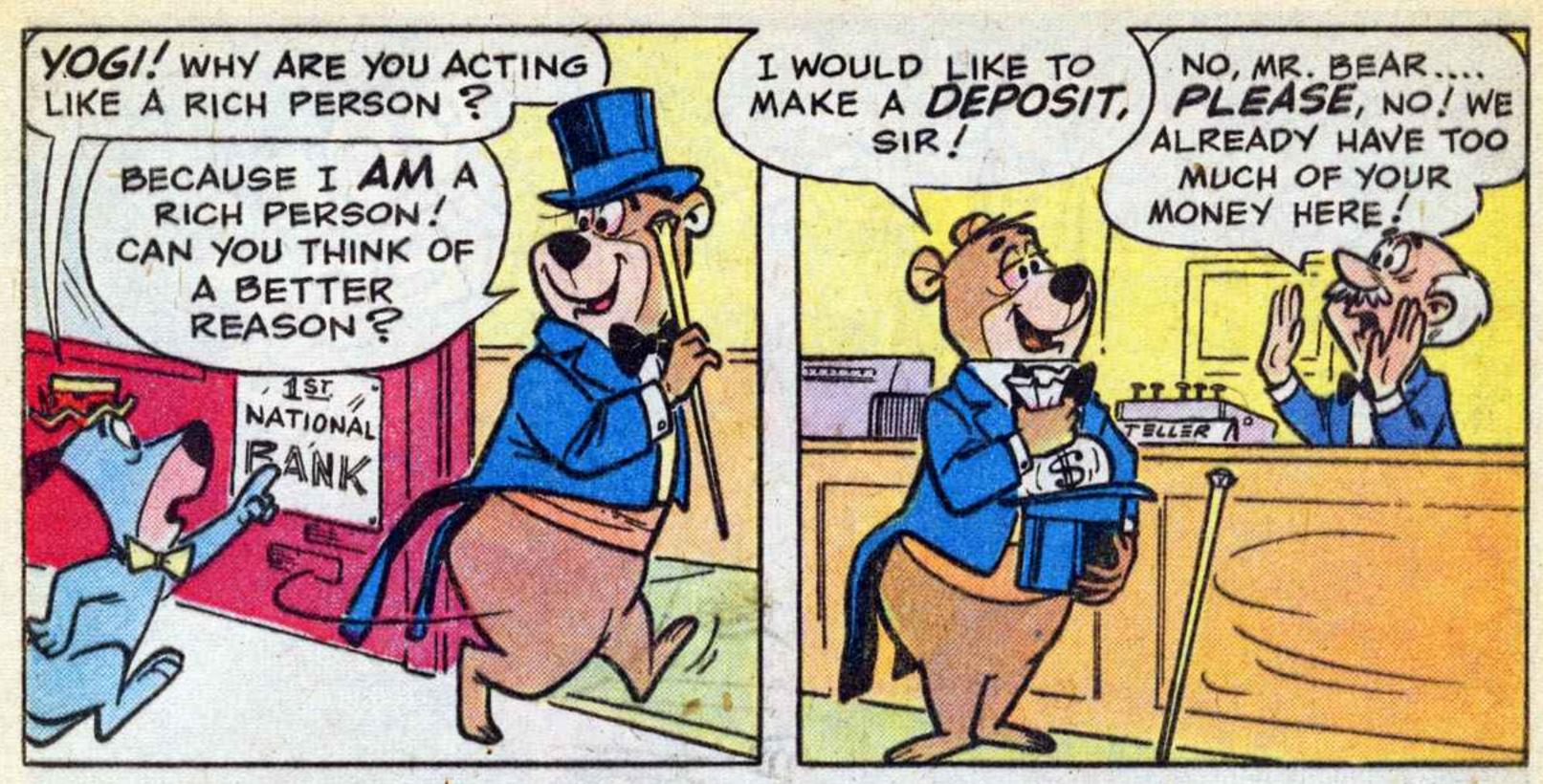


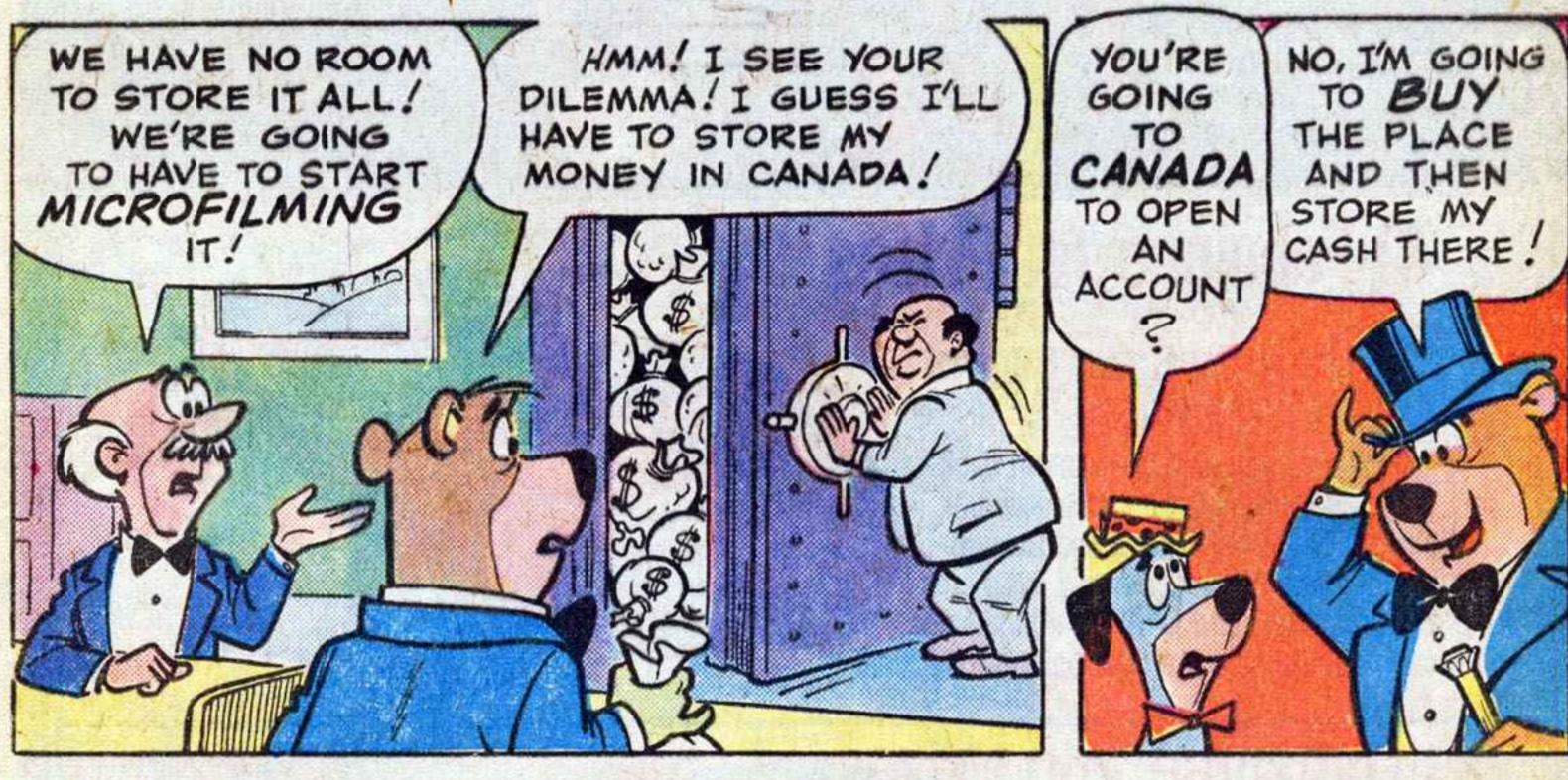


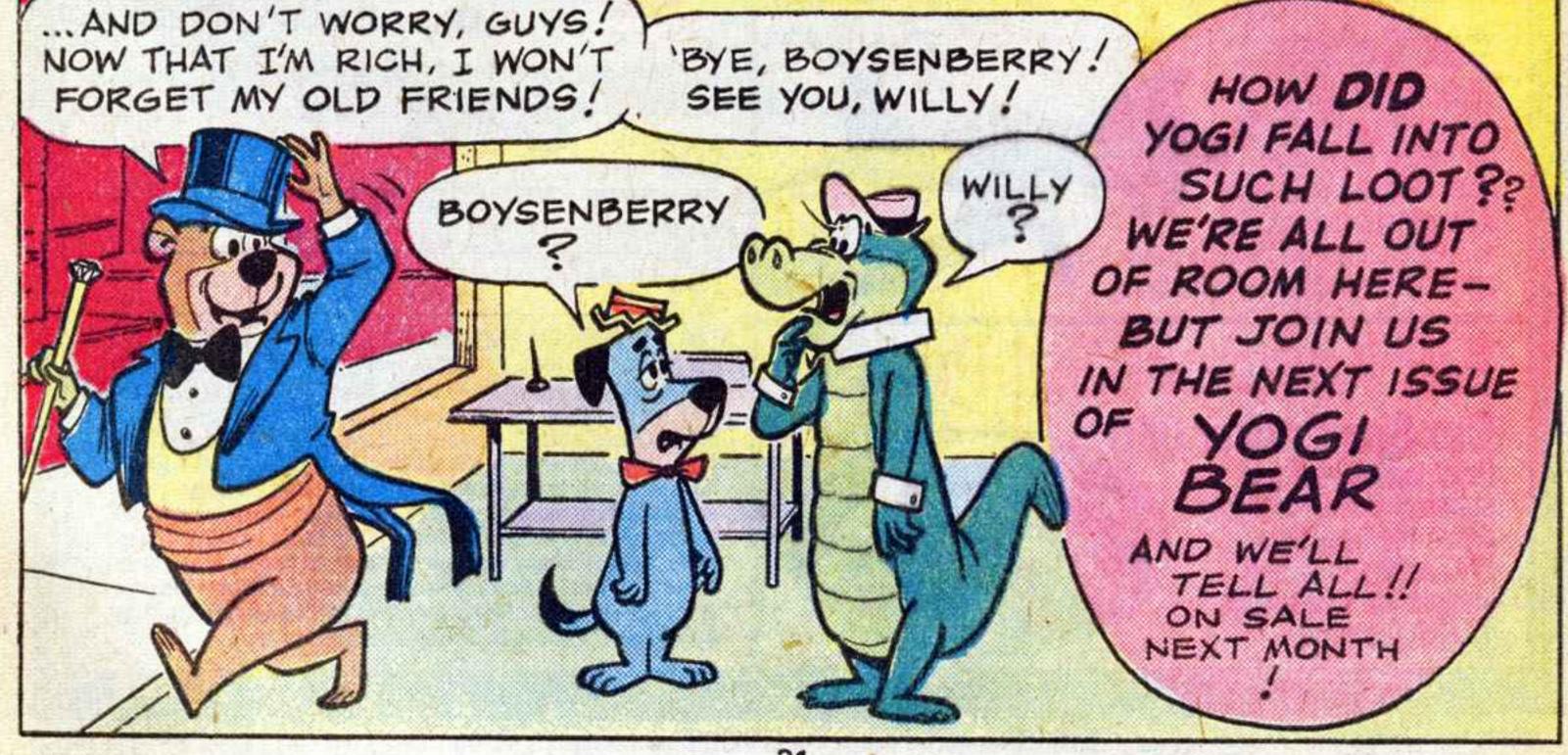












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